

AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph at page 7, lines 1-5 of the filed application with a clean version of the following marked-up paragraph:

Turning now to FIG. 3 in which an exemplary embodiment of the present invention is shown, the self adjusting valve 30 comprises a housing 32 enclosing a chamber 34 for fluid flow through the valve 30. Chamber 34 is in fluid communication with an inlet port 36 to accommodate the passage of CSF entering the valve ~~[[10]]~~ 30 into the chamber 34 and an outlet port 38 to accommodate the passage of CSF out of the chamber 34.

Please replace the paragraph at page 12, lines 4-17 of the filed application with a clean version of the following marked-up paragraph:

The biasing element 150 is configured to operate in the same manner as biasing element 50. When CSF force acts on the blocking member 146 to unseat it, the biasing element 150 adjusts its volume according to the pressure exerted on the blocking member 146 by the CSF. For the blocking member 136 to rise, the flexible bellows 170 has to decrease in volume, i.e., collapse. As the flexible bellows 170 collapses, fluid within that bellows 170 will exit out of the orifice 178 and into chamber 134. The size of the orifice 178 determines the rate at which this transfer of fluid takes place. Where there is a relatively small orifice ~~[[56]]~~ 178, the rate at which the flexible bellows 170 collapses is impeded by the resistance at the orifice ~~[[56]]~~ 178 to fluid flow, and thus creates a delayed response to CSF pressure exerted on the blocking member 146. When the CSF pressure on the blocking member 146 decreases, the flexible bellows 170 collapses, and the blocking member 146 once again becomes seated in the valve seat 144. As the bellows 170 collapses, CSF fluid will enter the bellows 170 through the orifice 178 until a sufficient volume has been achieved to allow the bellows 170 to exert a force on the blocking member 146 sufficient to close the valve seat 144 and prevent or limit fluid entry.